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1 Setting

1.1 vimrc

```
set nocp ai si nu et bs=2 mouse=a
set ts=2 sts=2 sw=2 hls showmatch
set ruler rulerformat=%17.(%1:%c%)
set noswapfile autoread wildmenu wildmode=list:longest
syntax on | colorscheme evening

map <F5> <ESC>:w<CR>:!g++ -g -Wall --std=c++0x -O2 %:r.cpp -o %:r && %:r < %:r
.in > %:r.out<CR>

map <F6> <ESC>:w<CR>:!g++ -g -Wall --std=c++0x -O2 %:r.cpp -o %:r && %:r < %:r
.in<CR>

map k gk
map j gj

map <C-h> <C-w>h
map <C-j> <C-w>j
map <C-k> <C-w>k
map <C-l> <C-w>l

map <C-t> :tabnew<CR>

command -nargs=1 PS :cd d:/ | :vi <args>.cpp | vs <args>.in | sp <args>.out
```

2 Math

2.1 Basic Arithmetic

```
typedef long long ll;
typedef unsigned long long ull;

// calculate ceil(a/b)
// |a|, |b| <= (2^63)-1 (does not cover -2^63)
ll ceildiv(ll a, ll b) {
    if (b < 0) return ceildiv(-a, -b);
    if (a < 0) return (-a) / b;
    return ((ull)a + (ull)b - 1ull) / b;
}

// calculate floor(a/b)
// |a|, |b| <= (2^63)-1 (does not cover -2^63)
ll floordiv(ll a, ll b) {
    if (b < 0) return floordiv(-a, -b);
    if (a >= 0) return a / b;
    return -(ll)((ull)(-a) + b - 1) / b;
}

// calculate a*b % m
// x86-64 only
ll large_mod_mul(ll a, ll b, ll m)
{
    return ll((__int128)a*(__int128)b%m);
}

// calculate a*b % m
// |m| < 2^62, x86 available
// O(logb)
ll large_mod_mul(ll a, ll b, ll m)
{
    a %= m; b %= m; ll r = 0, v = a;
    while (b) {
        if (b&1) r = (r + v) % m;
        b >>= 1;
        v = (v << 1) % m;
    }
    return r;
}

// calculate n^k % m
ll modpow(ll n, ll k, ll m) {
    ll ret = 1;
    n %= m;
    while (k) {
        if (k & 1) ret = large_mod_mul(ret, n, m);
        n = large_mod_mul(n, n, m);
        k /= 2;
    }
    return ret;
}
```

```
}

// calculate gcd(a, b)
ll gcd(ll a, ll b) {
    return b == 0 ? a : gcd(b, a % b);
}

// find a pair (c, d) s.t. ac + bd = gcd(a, b)
pair<ll, ll> extended_gcd(ll a, ll b) {
    if (b == 0) return { 1, 0 };
    auto t = extended_gcd(b, a % b);
    return { t.second, t.first - t.second * (a / b) };
}

// find x in [0,m) s.t. ax == gcd(a, m) (mod m)
ll modinverse(ll a, ll m) {
    return (extended_gcd(a, m).first % m + m) % m;
}

// calculate modular inverse for 1 ~ n
void calc_range_modinv(int n, int mod, int ret[]) {
    ret[1] = 1;
    for (int i = 2; i <= n; ++i)
        ret[i] = (ll)(mod - mod/i) * ret[mod%i] % mod;
}

}
```

2.2 Sieve Methods : Prime, Divisor, Euler phi

```
// find prime numbers in 1 ~ n
// ret[x] = false -> x is prime
// O(n*loglogn)
void sieve(int n, bool ret[]) {
    for (int i = 2; i * i <= n; ++i)
        if (!ret[i])
            for (int j = i * i; j <= n; j += i)
                ret[j] = true;
}

// calculate number of divisors for 1 ~ n
// when you need to calculate sum, change += 1 to += i
// O(n*logn)
void num_of_divisors(int n, int ret[]) {
    for (int i = 1; i <= n; ++i)
        for (int j = i; j <= n; j += i)
            ret[j] += 1;
}

// calculate euler totient function for 1 ~ n
// phi(n) = number of x s.t. 0 < x < n && gcd(n, x) = 1
// O(n*loglogn)
void euler_phi(int n, int ret[]) {
    for (int i = 1; i <= n; ++i) ret[i] = i;
    for (int i = 2; i <= n; ++i)
        if (ret[i] == i)
            for (int j = i; j <= n; j += i)
```

```

        ret[j] -= ret[j] / i;
    }
}

```

2.3 Primality Test

```

bool test_witness(ull a, ull n, ull s) {
    if (a >= n) a %= n;
    if (a <= 1) return true;
    ull d = n >> s;
    ull x = modpow(a, d, n);
    if (x == 1 || x == n-1) return true;
    while (s-- > 1) {
        x = large_mod_mul(x, x, n);
        x = x * x % n;
        if (x == 1) return false;
        if (x == n-1) return true;
    }
    return false;
}

// test whether n is prime
// based on miller-rabin test
// O(logn*logn)
bool is_prime(ull n) {
    if (n == 2) return true;
    if (n < 2 || n % 2 == 0) return false;

    ull d = n >> 1, s = 1;
    for(; (d&1) == 0; s++) d >>= 1;

#define T(a) test_witness(a##ull, n, s)
    if (n < 4759123141ull) return T(2) && T(7) && T(61);
    return T(2) && T(325) && T(9375) && T(28178)
        && T(450775) && T(9780504) && T(1795265022);
#undef T
}

```

2.4 Chinese Remainder Theorem

```

// find x s.t. x === a[0] (mod n[0])
//             === a[1] (mod n[1])
//             ...
// assumption: gcd(n[i], n[j]) = 1
ll chinese_remainder(ll* a, ll* n, int size) {
    if (size == 1) return *a;
    ll tmp = modinverse(n[0], n[1]);
    ll tmp2 = (tmp * (a[1] - a[0]) % n[1] + n[1]) % n[1];
    ll ora = a[1];
    ll tgcd = gcd(n[0], n[1]);
    a[1] = a[0] + n[0] / tgcd * tmp2;
    n[1] *= n[0] / tgcd;
    ll ret = chinese_remainder(a + 1, n + 1, size - 1);
    n[1] /= n[0] / tgcd;
    a[1] = ora;
}

```

```

    return ret;
}

```

2.5 Rational Number Class

```

struct rational {
    long long p, q;

    void red() {
        if (q < 0) {
            p *= -1;
            q *= -1;
        }
        ll t = gcd((p >= 0 ? p : -p), q);
        p /= t;
        q /= t;
    }

    rational(): p(0), q(1) {}
    rational(long long p_): p(p_), q(1) {}
    rational(long long p_, long long q_): p(p_), q(q_) { red(); }

    bool operator==(const rational& rhs) const {
        return p == rhs.p && q == rhs.q;
    }
    bool operator!=(const rational& rhs) const {
        return p != rhs.p || q != rhs.q;
    }
    bool operator<(const rational& rhs) const {
        return p * rhs.q < rhs.p * q;
    }
    rational operator+(const rational& rhs) const {
        return rational(p * rhs.q + q * rhs.p, q * rhs.q);
    }
    rational operator-(const rational& rhs) const {
        return rational(p * rhs.q - q * rhs.p, q * rhs.q);
    }
    rational operator*(const rational& rhs) const {
        return rational(p * rhs.p, q * rhs.q);
    }
    rational operator/(const rational& rhs) const {
        return rational(p * rhs.q, q * rhs.p);
    }
};

```

2.6 Burnside's Lemma

경우의 수를 세는데, 특정 transform operation(회전, 반사, ..)해서 같은 경우들은 하나로 친다. 전체 경우의 수는?

- 각 operation마다 이 operation을 했을 때 변하지 않는 경우의 수를 센다 (단, “아무것도 하지 않는다”라는 operation도 있어야 함!)

- 전체 경우의 수를 더한 후, operation의 수로 나눈다. (답이 맞다면 항상 나누어 떨어져야 한다)

2.7 Kirchoff's Theorem

그래프의 스패닝 트리의 개수를 구하는 정리.

무향 그래프의 Laplacian matrix L 를 만든다. 이것은 (정점의 차수 대각 행렬) - (인접행렬)이다. L 에서 행과 열을 하나씩 제거한 것을 L' 라 하자. 어느 행/열이든 관계 없다. 그래프의 스패닝 트리의 개수는 $\det(L')$ 이다.

2.8 Fast Fourier Transform

```
void fft(int sign, int n, double *real, double *imag) {
    double theta = sign * 2 * pi / n;
    for (int m = n; m >= 2; m >= 1, theta *= 2) {
        double wr = 1, wi = 0, c = cos(theta), s = sin(theta);
        for (int i = 0, mh = m >> 1; i < mh; ++i) {
            for (int j = i; j < n; j += m) {
                int k = j + mh;
                double xr = real[j] - real[k], xi = imag[j] - imag[k];
                real[j] += real[k], imag[j] += imag[k];
                real[k] = wr * xr - wi * xi, imag[k] = wr * xi + wi * xr;
            }
            double _wr = wr * c - wi * s, _wi = wr * s + wi * c;
            wr = _wr, wi = _wi;
        }
    }
    for (int i = 1, j = 0; i < n; ++i) {
        for (int k = n >> 1; k > (j ^= k); k >>= 1);
        if (j < i) swap(real[i], real[j]), swap(imag[i], imag[j]);
    }
}

// Compute Poly(a)*Poly(b), write to r; Indexed from 0
// O(n*logn)
int mult(int *a, int n, int *b, int m, int *r) {
    const int maxn = 100;
    static double ra[maxn], rb[maxn], ia[maxn], ib[maxn];
    int fn = 1;
    while (fn < n + m) fn <= 1; // n + m: interested length
    for (int i = 0; i < n; ++i) ra[i] = a[i], ia[i] = 0;
    for (int i = n; i < fn; ++i) ra[i] = ia[i] = 0;
    for (int i = 0; i < m; ++i) rb[i] = b[i], ib[i] = 0;
    for (int i = m; i < fn; ++i) rb[i] = ib[i] = 0;
    fft(1, fn, ra, ia);
    fft(1, fn, rb, ib);
    for (int i = 0; i < fn; ++i) {
        double real = ra[i] * rb[i] - ia[i] * ib[i];
        double imag = ra[i] * ib[i] + rb[i] * ia[i];
        ra[i] = real, ia[i] = imag;
    }
}
```

```
fft(-1, fn, ra, ia);
for (int i = 0; i < fn; ++i) r[i] = (int)floor(ra[i] / fn + 0.5);
return fn;
}
```

2.9 Matrix Operations

```
const int MATSZ = 100;

inline bool is_zero(double a) { return fabs(a) < 1e-9; }

// out = A^(-1), returns det(A)
// A becomes invalid after call this
// O(n^3)
double inverse_and_det(int n, double A[][MATSZ], double out[][MATSZ]) {
    double det = 1;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) out[i][j] = 0;
        out[i][i] = 1;
    }
    for (int i = 0; i < n; i++) {
        if (is_zero(A[i][i])) {
            double maxv = 0;
            int maxid = -1;
            for (int j = i + 1; j < n; j++) {
                auto cur = fabs(A[j][i]);
                if (maxv < cur) {
                    maxv = cur;
                    maxid = j;
                }
            }
            if (maxid == -1 || is_zero(A[maxid][i])) return 0;
            for (int k = 0; k < n; k++) {
                A[i][k] += A[maxid][k];
                out[i][k] += out[maxid][k];
            }
        }
        det *= A[i][i];
        double coeff = 1.0 / A[i][i];
        for (int j = 0; j < n; j++) A[i][j] *= coeff;
        for (int j = 0; j < n; j++) out[i][j] *= coeff;
        for (int j = 0; j < n; j++) if (j != i) {
            double mp = A[j][i];
            for (int k = 0; k < n; k++) A[j][k] -= A[i][k] * mp;
            for (int k = 0; k < n; k++) out[j][k] -= out[i][k] * mp;
        }
    }
    return det;
}
```

2.10 Gaussian Elimination

```
const double EPS = 1e-10;
typedef vector<vector<double>> VVD;
```

```

// Gauss-Jordan elimination with full pivoting.
// solving systems of linear equations (AX=B)
// INPUT:   a[][] = an n*n matrix
//           b[][] = an n*m matrix
// OUTPUT:  X      = an n*m matrix (stored in b[][])
//           A^{-1} = an n*n matrix (stored in a[][])
// O(n^3)
bool gauss_jordan(VVD& a, VVD& b) {
    const int n = a.size();
    const int m = b[0].size();
    vector<int> irow(n), icol(n), ipiv(n);

    for (int i = 0; i < n; i++) {
        int pj = -1, pk = -1;
        for (int j = 0; j < n; j++) if (!ipiv[j])
            for (int k = 0; k < n; k++) if (!ipiv[k])
                if (pj == -1 || fabs(a[j][k]) > fabs(a[pj][pk])) { pj = j; pk
                    = k; }
        if (fabs(a[pj][pk]) < EPS) return false; // matrix is singular
        ipiv[pk]++;
        swap(a[pj], a[pk]);
        swap(b[pj], b[pk]);
        irow[i] = pj;
        icol[i] = pk;

        double c = 1.0 / a[pk][pk];
        a[pk][pk] = 1.0;
        for (int p = 0; p < n; p++) a[pk][p] *= c;
        for (int p = 0; p < m; p++) b[pk][p] *= c;
        for (int p = 0; p < n; p++) if (p != pk) {
            c = a[p][pk];
            a[p][pk] = 0;
            for (int q = 0; q < n; q++) a[p][q] -= a[pk][q] * c;
            for (int q = 0; q < m; q++) b[p][q] -= b[pk][q] * c;
        }
    }
    for (int p = n - 1; p >= 0; p--) if (irow[p] != icol[p]) {
        for (int k = 0; k < n; k++) swap(a[k][irow[p]], a[k][icol[p]]);
    }
    return true;
}

```

2.11 Simplex Algorithm

```

// Two-phase simplex algorithm for solving linear programs of the form
//      maximize    c^T x
//      subject to  Ax <= b
//                  x >= 0
// INPUT: A -- an m x n matrix
//         b -- an m-dimensional vector
//         c -- an n-dimensional vector
//         x -- a vector where the optimal solution will be stored
// OUTPUT: value of the optimal solution (infinity if unbounded
//         above, nan if infeasible)

```

```

// To use this code, create an LPSolver object with A, b, and c as
// arguments. Then, call Solve(x).
typedef vector<double> VD;
typedef vector<VD> VVD;
typedef vector<int> VI;
const double EPS = 1e-9;

struct LPSolver {
    int m, n;
    VI B, N;
    VVD D;

    LPSolver(const VVD& A, const VD& b, const VD& c) :
        m(b.size()), n(c.size()), N(n + 1), B(m), D(m + 2, VD(n + 2)) {
        for (int i = 0; i < m; i++) for (int j = 0; j < n; j++) D[i][j] = A[i
            ][j];
        for (int i = 0; i < m; i++) { B[i] = n + i; D[i][n] = -1; D[i][n + 1]
            = b[i]; }
        for (int j = 0; j < n; j++) { N[j] = j; D[m][j] = -c[j]; }
        N[n] = -1; D[m + 1][n] = 1;
    }

    void pivot(int r, int s) {
        double inv = 1.0 / D[r][s];
        for (int i = 0; i < m + 2; i++) if (i != r)
            for (int j = 0; j < n + 2; j++) if (j != s)
                D[i][j] -= D[r][j] * D[i][s] * inv;
        for (int j = 0; j < n + 2; j++) if (j != s) D[r][j] *= inv;
        for (int i = 0; i < m + 2; i++) if (i != r) D[i][s] *= -inv;
        D[r][s] = inv;
        swap(B[r], N[s]);
    }

    bool simplex(int phase) {
        int x = phase == 1 ? m + 1 : m;
        while (true) {
            int s = -1;
            for (int j = 0; j <= n; j++) {
                if (phase == 2 && N[j] == -1) continue;
                if (s == -1 || D[x][j] < D[x][s] || D[x][j] == D[x][s] && N[j]
                    < N[s]) s = j;
            }
            if (D[x][s] > -EPS) return true;
            int r = -1;
            for (int i = 0; i < m; i++) {
                if (D[i][s] < EPS) continue;
                if (r == -1 || D[i][n + 1] / D[i][s] < D[r][n + 1] / D[r][s]
                    ||
                    (D[i][n + 1] / D[i][s]) == (D[r][n + 1] / D[r][s]) && B[i]
                    < B[r]) r = i;
            }
            if (r == -1) return false;
            pivot(r, s);
        }
    }
}

```

```

double solve(VD& x) {
    int r = 0;
    for (int i = 1; i < m; i++) if (D[i][n + 1] < D[r][n + 1]) r = i;
    if (D[r][n + 1] < -EPS) {
        pivot(r, n);
        if (!simplex(1) || D[m + 1][n + 1] < -EPS)
            return -numeric_limits<double>::infinity();
        for (int i = 0; i < m; i++) if (B[i] == -1) {
            int s = -1;
            for (int j = 0; j <= n; j++)
                if (s == -1 || D[i][j] < D[i][s] || D[i][j] == D[i][s] &&
                    N[j] < N[s]) s = j;
            pivot(i, s);
        }
    }
    if (!simplex(2))
        return numeric_limits<double>::infinity();
    x = VD(n);
    for (int i = 0; i < m; i++) if (B[i] < n) x[B[i]] = D[i][n + 1];
    return D[m][n + 1];
}
};

```

3 Data Structure

3.1 Order statistic tree

```

#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
#include <ext/pb_ds/detail/standard_policies.hpp>
#include <functional>
#include <iostream>
using namespace __gnu_pbds;
using namespace std;

// tree<key_type, value_type(set if null), comparator, ...>
using ordered_set = tree<int, null_type, less<int>, rb_tree_tag,
    tree_order_statistics_node_update>;

int main()
{
    ordered_set X;
    for (int i = 1; i < 10; i += 2) X.insert(i); // 1 3 5 7 9
    cout << boolalpha;
    cout << *X.find_by_order(2) << endl; // 5
    cout << *X.find_by_order(4) << endl; // 9
    cout << (X.end() == X.find_by_order(5)) << endl; // true

    cout << X.order_of_key(-1) << endl; // 0
    cout << X.order_of_key(1) << endl; // 0
    cout << X.order_of_key(4) << endl; // 2
    X.erase(3);
}

```

```

cout << X.order_of_key(4) << endl; // 1
for (int t : X) printf("%d ", t); // 1 5 7 9
}

```

3.2 Fenwick Tree

```

const int TSIZE = 100000;
int tree[TSIZE + 1];

// Returns the sum from index 1 to p, inclusive
int query(int p) {
    int ret = 0;
    for (; p > 0; p -= p & -p) ret += tree[p];
    return ret;
}

// Adds val to element with index pos
void add(int p, int val) {
    for (; p <= TSIZE; p += p & -p) tree[p] += val;
}

```

3.3 Segment Tree with Lazy Propagation

```

// example implementation of sum tree
const int TSIZE = 131072; // always 2^k form && n <= TSIZE
int segtree[TSIZE * 2], prop[TSIZE * 2];
void seg_init(int nod, int l, int r) {
    if (l == r) segtree[nod] = dat[l];
    else {
        int m = (l + r) >> 1;
        seg_init(nod << 1, l, m);
        seg_init(nod << 1 | 1, m + 1, r);
        segtree[nod] = segtree[nod << 1] + segtree[nod << 1 | 1];
    }
}
void seg_relax(int nod, int l, int r) {
    if (prop[nod] == 0) return;
    if (l < r) {
        int m = (l + r) >> 1;
        segtree[nod << 1] += (m - l + 1) * prop[nod];
        prop[nod << 1] += prop[nod];
        segtree[nod << 1 | 1] += (r - m) * prop[nod];
        prop[nod << 1 | 1] += prop[nod];
    }
    prop[nod] = 0;
}
int seg_query(int nod, int l, int r, int s, int e) {
    if (r < s || e < l) return 0;
    if (s <= l && r <= e) return segtree[nod];
    seg_relax(nod, l, r);
    int m = (l + r) >> 1;
    return seg_query(nod << 1, l, m, s, e) + seg_query(nod << 1 | 1, m + 1, r,
        s, e);
}

```

```

void seg_update(int nod, int l, int r, int s, int e, int val) {
    if (r < s || e < l) return;
    if (s <= l && r <= e) {
        segtree[nod] += (r - l + 1) * val;
        prop[nod] += val;
        return;
    }
    seg_relax(nod, l, r);
    int m = (l + r) >> 1;
    seg_update(nod << 1, l, m, s, e, val);
    seg_update(nod << 1 | 1, m + 1, r, s, e, val);
    segtree[nod] = segtree[nod << 1] + segtree[nod << 1 | 1];
}
// usage:
// seg_update(1, 0, n - 1, qs, qe, val);
// seg_query(1, 0, n - 1, qs, qe);

```

3.4 Persistent Segment Tree

```

// persistent segment tree impl: sum tree
namespace pstree {
    typedef int val_t;
    const int DEPTH = 18;
    const int TSIZE = 1 << 18;
    const int MAX_QUERY = 262144;

    struct node {
        val_t v;
        node *l, *r;
    } npoll[TSIZE * 2 + MAX_QUERY * (DEPTH + 1)];

    int pptr, last_q;

    node *head[MAX_QUERY + 1];
    int q[MAX_QUERY + 1];
    int lqidx;

    void init() {
        // zero-initialize, can be changed freely
        memset(&npoll[TSIZE - 1], 0, sizeof(node) * TSIZE);

        for (int i = TSIZE - 2; i >= 0; i--) {
            npoll[i].v = 0;
            npoll[i].l = &npoll[i*2+1];
            npoll[i].r = &npoll[i*2+2];
        }

        head[0] = &npoll[0];
        last_q = 0;
        pptr = 2 * TSIZE - 1;
        q[0] = 0;
        lqidx = 0;
    }

    // update val to pos at time t

```

```

// 0 <= t <= MAX_QUERY, 0 <= pos < TSIZE
void update(int pos, int val, int t, int prev) {
    head[++last_q] = &npoll[pptr++];
    node *old = head[q[prev]], *now = head[last_q];
    while (lqidx < t) q[lqidx++] = q[prev];
    q[t] = last_q;

    int flag = 1 << DEPTH;
    for (;;) {
        now->v = old->v + val;
        flag >>= 1;
        if (flag==0) {
            now->l = now->r = nullptr; break;
        }
        if (flag & pos) {
            now->l = old->l;
            now->r = &npoll[pptr++];
            now = now->r, old = old->r;
        } else {
            now->r = old->r;
            now->l = &npoll[pptr++];
            now = now->l, old = old->l;
        }
    }
}

val_t query(int s, int e, int l, int r, node *n) {
    if (s == l && e == r) return n->v;
    int m = (l + r) / 2;
    if (m >= e) return query(s, e, l, m, n->l);
    else if (m < s) return query(s, e, m + 1, r, n->r);
    else return query(s, m, l, m, n->l) + query(m + 1, e, m + 1, r, n->r);
}

// query summation of [s, e] at time t
val_t query(int s, int e, int t) {
    s = max(0, s); e = min(TSIZE - 1, e);
    if (s > e) return 0;
    return query(s, e, 0, TSIZE - 1, head[q[t]]);
}

```

3.5 Splay Tree

```

// example : https://www.acmicpc.net/problem/13159
struct node {
    node* l, * r, * p;
    int cnt, min, max, val;
    long long sum;
    bool inv;
    node(int _val) :
        cnt(1), sum(_val), min(_val), max(_val), val(_val), inv(false),
        l(nullptr), r(nullptr), p(nullptr) {}
};

```

```

node* root;

void update(node* x) {
    x->cnt = 1;
    x->sum = x->min = x->max = x->val;
    if (x->l) {
        x->cnt += x->l->cnt;
        x->sum += x->l->sum;
        x->min = min(x->min, x->l->min);
        x->max = max(x->max, x->l->max);
    }
    if (x->r) {
        x->cnt += x->r->cnt;
        x->sum += x->r->sum;
        x->min = min(x->min, x->r->min);
        x->max = max(x->max, x->r->max);
    }
}

void rotate(node* x) {
    node* p = x->p;
    node* b = nullptr;
    if (x == p->l) {
        p->l = b = x->r;
        x->r = p;
    }
    else {
        p->r = b = x->l;
        x->l = p;
    }
    x->p = p->p;
    p->p = x;
    if (b) b->p = p;
    x->p ? (p == x->p->l ? x->p->l : x->p->r) = x : (root = x);
    update(p);
    update(x);
}

// make x into root
void splay(node* x) {
    while (x->p) {
        node* p = x->p;
        node* g = p->p;
        if (g) rotate((x == p->l) == (p == g->l) ? p : x);
        rotate(x);
    }
}

void relax_lazy(node* x) {
    if (!x->inv) return;
    swap(x->l, x->r);
    x->inv = false;
    if (x->l) x->l->inv = !x->l->inv;
    if (x->r) x->r->inv = !x->r->inv;
}

```

```

// find kth node in splay tree
void find_kth(int k) {
    node* x = root;
    relax_lazy(x);
    while (true) {
        while (x->l && x->l->cnt > k) {
            x = x->l;
            relax_lazy(x);
        }
        if (x->l) k -= x->l->cnt;
        if (!k--) break;
        x = x->r;
        relax_lazy(x);
    }
    splay(x);
}

// collect [l, r] nodes into one subtree and return its root
node* interval(int l, int r) {
    find_kth(l - 1);
    node* x = root;
    root = x->r;
    root->p = nullptr;
    find_kth(r - l + 1);
    x->r = root;
    root->p = x;
    root = x;
    return root->r->l;
}

void traverse(node* x) {
    relax_lazy(x);
    if (x->l) {
        traverse(x->l);
    }
    // do something
    if (x->r) {
        traverse(x->r);
    }
}

void uptree(node* x) {
    if (x->p) {
        uptree(x->p);
    }
    relax_lazy(x);
}

```


3.6 Link/Cut Tree

4 DP

4.1 Convex Hull Optimization

4.1.1 requirement

$O(n^2) \rightarrow O(n \log n)$

조건 1) DP 점화식 꼴

$$D[i] = \min_{j < i} (D[j] + b[j] * a[i])$$

조건 2) $b[j] \leq b[j+1]$

특수조건) $a[i] \leq a[i+1]$ 도 만족하는 경우, 마지막 쿼리의 위치를 저장해두면 이분검색이 필요없어지기 때문에 amortized $O(n)$ 에 해결할 수 있음

4.1.2 Source Code

```
//O(n^3) -> O(n^2)

#define sz 100001
long long s[sz];
long long dp[2][sz];
//deque {index, x pos }
int dqi[sz];
long long dqm[sz];
//pointer to deque
int ql,qr;
//dp[i][j] = max(dp[i][k] + s[j]*s[k] - s[k]^2)
//let y = dp[i][j], x = s[j] -> y = max(s[k]*x + dp[i][k] - s[k]^2);

//push new value to deque
//i = index, x = current x pos
void setq(int i, int x)
{
    //a1,b1 = prv line, a2,b2 = new line
    int a1, a2 = s[i];
    long long b1, b2 = dp[0][i] - s[i] * s[i], r;
    //renew deque
    while (qr>=ql)
    {
        //last line enqueued
        a1 = s[dqi[qr]];
        b1 = dp[0][dqi[qr]] - s[dqi[qr]] * s[dqi[qr]];
        //tie breaking to newer one
        if (a1 == a2)
        {
            dqi[qr] = i;
```

```
        return;
    }
    // x intersection between last line and new line
    r = (b1 - b2) / (a2 - a1);
    if ((b1 - b2) % (a2 - a1)) r++;
    //last line is not needed
    if (r <= dqm[qr])
    {
        qr--;
    }
    else break;
}
if (r < 0) r = 0;
//push back new line
if (dqm[qr] < s[n - 1] && r <= s[n - 1])
{
    dqi[++qr] = i;
    dqm[qr] = r;
}
//discard old lines
while (qr-ql && dqm[ql+1] <= x)
{
    ql++;
}
}

int main()
{
    for (int j = 0; j < k; j++)
    {
        ql = 0;
        qr = 1;
        dqi[0] = dqm[0] = 0;
        for (int i = 1; i < n; i++)
        {
            //get line used by current x pos
            setq(i, s[i]);
            //line index to use
            int g = dqi[ql];
            //set dp value
            dp[1][i] = dp[0][g] + s[g] * (s[i] - s[g]);
        }
        for (int i = 0; i < n; i++)
        {
            dp[0][i] = dp[1][i];
            dp[1][i] = 0;
        }
    }
}
```

4.2 Divide & Conquer Optimization

$O(kn^2) \rightarrow O(kn \log n)$

조건 1) DP 점화식 꼴

$$D[t][i] = \min_{j < i} (D[t-1][j] + C[j][i])$$

조건 2) $A[t][i]$ 는 $D[t][i]$ 의 답이 되는 최소의 j 라 할 때, 아래의 부등식을 만족해야 함

$$A[t][i] \leq A[t][i+1]$$

조건 2-1) 비용 C 가 다음의 사각부등식을 만족하는 경우도 조건 2)를 만족하게 됨

$$C[a][c] + C[b][d] \leq C[a][d] + C[b][c] \quad (a \leq b \leq c \leq d)$$

4.3 Knuth Optimization

$$O(n^3) \rightarrow O(n^2)$$

조건 1) DP 점화식 꼴

$$D[i][j] = \min_{i < k < j} (D[i][k] + D[k][j]) + C[i][j]$$

조건 2) 사각 부등식

$$C[a][c] + C[b][d] \leq C[a][d] + C[b][c] \quad (a \leq b \leq c \leq d)$$

조건 3) 단조성

$$C[b][c] \leq C[a][d] \quad (a \leq b \leq c \leq d)$$

결론) 조건 2, 3을 만족한다면 $A[i][j]$ 를 $D[i][j]$ 의 답이 되는 최소의 k 라 할 때, 아래의 부등식을 만족하게 됨

$$A[i][j-1] \leq A[i][j] \leq A[i+1][j]$$

3중 루프를 돌릴 때 위 조건을 이용하면 최종적으로 시간복잡도가 $O(n^2)$ 이 됨

5 Graph

5.1 SCC (Tarjan)

```
const int MAXN = 100;
vector<int> graph[MAXN];
int up[MAXN], visit[MAXN], vtime;
vector<int> stk;
int scc_idx[MAXN], scc_cnt;

void dfs(int nod) {
    up[nod] = visit[nod] = ++vtime;
    stk.push_back(nod);
    for (int next : graph[nod]) {
        if (visit[next] == 0) {
            dfs(next);
            up[nod] = min(up[nod], up[next]);
        }
        else if (scc_idx[next] == 0)
```

```
            up[nod] = min(up[nod], visit[next]);
        }
    }
    if (up[nod] == visit[nod]) {
        ++scc_cnt;
        int t;
        do {
            t = stk.back();
            stk.pop_back();
            scc_idx[t] = scc_cnt;
        } while (!stk.empty() && t != nod);
    }
}
```

```
// find SCCs in given directed graph
// O(V+E)
void get_scc() {
    vtime = 0;
    memset(visit, 0, sizeof(visit));
    scc_cnt = 0;
    memset(scc_idx, 0, sizeof(scc_idx));
    for (int i = 0; i < n; ++i)
        if (visit[i] == 0) dfs(i);
}
```

5.2 SCC (Kosaraju)

```
const int MAXN = 100;
vector<int> graph[MAXN], grev[MAXN];
int visit[MAXN], vcnt;
int scc_idx[MAXN], scc_cnt;
vector<int> emit;

void dfs(int nod, vector<int> graph[]) {
    visit[nod] = vcnt;
    for (int next : graph[nod]) {
        if (visit[next] == vcnt) continue;
        dfs(next, graph);
    }
    emit.push_back(nod);
}

// find SCCs in given graph
// O(V+E)
void get_scc() {
    scc_cnt = 0;
    vcnt = 1;
    emit.clear();
    memset(visit, 0, sizeof(visit));

    for (int i = 0; i < n; i++) {
        if (visit[i] == vcnt) continue;
        dfs(i, graph);
    }

    ++vcnt;
```

```

for (auto st : vector<int>(emit.rbegin(), emit.rend())) {
    if (visit[st] == vcnt) continue;
    emit.clear();
    dfs(st, grev);
    ++scc_cnt;
    for (auto node : emit)
        scc_idx[node] = scc_cnt;
}
}

```

5.3 2-SAT

$(b_x \vee b_y) \wedge (\neg b_x \vee b_z) \wedge (b_z \vee \neg b_x) \wedge \dots$ 같은 form을 2-CNF라고 함. 주어진 2-CNF 식을 참으로 하는 $\{b_1, b_2, \dots\}$ 가 존재하는지, 존재한다면 그 값은 무엇인지 구하는 문제를 2-SAT 이라 함.

boolean variable b_i 마다 b_i 를 나타내는 정점, $\neg b_i$ 를 나타내는 정점 2개를 만들. 각 clause $b_i \vee b_j$ 마다 $\neg b_i \rightarrow b_j$, $\neg b_j \rightarrow b_i$ 이렇게 edge를 이어줌. 그렇게 만든 그래프에서 SCC를 다 구함. 어떤 SCC 안에 b_i 와 $\neg b_i$ 가 같이 포함되어있다면 해가 존재하지 않음. 아니라면 해가 존재함.

해가 존재할 때 구체적인 해를 구하는 방법. 위에서 SCC를 구하면서 SCC DAG를 만들어 준다. 거기서 위상정렬을 한 후, 앞에서부터 SCC를 하나씩 봐준다. 현재 보고있는 SCC 에 b_i 가 속해있는데 애가 $\neg b_i$ 보다 먼저 등장했다면 $b_i = \text{false}$, 반대의 경우라면 $b_i = \text{true}$, 이미 값이 assign되었다면 pass.

5.4 BCC, Cut vertex, Bridge

```

const int MAXN = 100;
vector<pair<int, int>> graph[MAXN]; // { next vertex id, edge id }
int up[MAXN], visit[MAXN], vtime;
vector<int> stk;

vector<int> cut_vertex;
vector<int> bridge;
int bcc_idx[MAXN], bcc_cnt;

void dfs(int nod, int par_edge) {
    up[nod] = visit[nod] = ++vtime;
    int child = 0;
    for (const auto& e : graph[nod]) {
        int next = e.first, edge_id = e.second;
        if (edge_id == par_edge) continue;
        if (visit[next] == 0) {
            stk.push_back(next);
            ++child;
            dfs(next, edge_id);
            if (up[next] == visit[next]) bridge.push_back(edge_id);
            if (up[next] >= visit[nod]) {
                ++bcc_cnt;
                do {

```

```

                    bcc_idx[stk.back()] = bcc_cnt;
                    stk.pop_back();
                } while (!stk.empty() && stk.back() != nod);
                bcc_idx[nod] = bcc_cnt;
            }
            up[nod] = min(up[nod], up[next]);
        }
        else
            up[nod] = min(up[nod], visit[next]);
    }
    if ((par_edge != -1 && child >= 1 && up[nod] == visit[nod])
        || (par_edge == -1 && child >= 2))
        cut_vertex.push_back(nod);
}

// find BCCs & cut vertexs & bridges in undirected graph
// O(V+E)
void get_bcc() {
    vtime = 0;
    memset(visit, 0, sizeof(visit));
    cut_vertex.clear();
    bridge.clear();
    memset(bcc_idx, 0, sizeof(bcc_idx));
    bcc_cnt = 0;
    for (int i = 0; i < n; ++i) {
        if (visit[i] == 0)
            dfs(i, -1);
    }
}

```

5.5 Lowest Common Ancestor

```

const int MAXN = 100;
const int MAXLN = 9;
vector<int> tree[MAXN];
int depth[MAXN];
int par[MAXLN][MAXN];

void dfs(int nod, int parent) {
    for (int next : tree[nod]) {
        if (next == parent) continue;
        depth[next] = depth[nod] + 1;
        par[0][next] = nod;
        dfs(next, nod);
    }
}

void prepare_lca() {
    const int root = 0;
    dfs(root, -1);
    par[0][root] = root;
    for (int i = 1; i < MAXLN; ++i)
        for (int j = 0; j < n; ++j)
            par[i][j] = par[i - 1][par[i - 1][j]];
}

```

```

// find lowest common ancestor in tree between u & v
// assumption : must call 'prepare_lca' once before call this
// O(logV)
int lca(int u, int v) {
    if (depth[u] < depth[v]) swap(u, v);
    if (depth[u] > depth[v]) {
        for (int i = MAXLN - 1; i >= 0; --i)
            if (depth[u] - (1 << i) >= depth[v])
                u = par[i][u];
    }
    if (u == v) return u;
    for (int i = MAXLN - 1; i >= 0; --i) {
        if (par[i][u] != par[i][v]) {
            u = par[i][u];
            v = par[i][v];
        }
    }
    return par[0][u];
}

```

5.6 Heavy-Light Decomposition

```

// heavy-light decomposition
//
// hld h;
// insert edges to tree[0~n-1];
// h.init(n);
// h.decompose(root);
// h.hldquery(u, v); // edges from u to v
struct hld {
    static const int MAXLN = 18;
    static const int MAXN = 1 << (MAXLN - 1);
    vector<int> tree[MAXN];
    int subsize[MAXN], depth[MAXN], pa[MAXLN][MAXN];

    int chead[MAXN], cidx[MAXN];
    int lchain;
    int flatpos[MAXN + 1], fptr;

    void dfs(int u, int par) {
        pa[0][u] = par;
        subsize[u] = 1;
        for (int v : tree[u]) {
            if (v == pa[0][u]) continue;
            depth[v] = depth[u] + 1;
            dfs(v, u);
            subsize[u] += subsize[v];
        }
    }

    void init(int size)
    {
        lchain = fptr = 0;
        dfs(0, -1);
    }
}

```

```

memset(chead, -1, sizeof(chead));

for (int i = 1; i < MAXLN; i++) {
    for (int j = 0; j < size; j++) {
        if (pa[i - 1][j] != -1) {
            pa[i][j] = pa[i - 1][pa[i - 1][j]];
        }
    }
}

void decompose(int u) {
    if (chead[lchain] == -1) chead[lchain] = u;
    cidx[u] = lchain;
    flatpos[u] = ++fptr;

    int maxchd = -1;
    for (int v : tree[u]) {
        if (v == pa[0][u]) continue;
        if (maxchd == -1 || subsize[maxchd] < subsize[v]) maxchd = v;
    }
    if (maxchd != -1) decompose(maxchd);

    for (int v : tree[u]) {
        if (v == pa[0][u] || v == maxchd) continue;
        ++lchain; decompose(v);
    }
}

int lca(int u, int v) {
    if (depth[u] < depth[v]) swap(u, v);

    int logu;
    for (logu = 1; 1 << logu <= depth[u]; logu++);
    logu--;

    int diff = depth[u] - depth[v];
    for (int i = logu; i >= 0; --i) {
        if ((diff >> i) & 1) u = pa[i][u];
    }
    if (u == v) return u;

    for (int i = logu; i >= 0; --i) {
        if (pa[i][u] != pa[i][v]) {
            u = pa[i][u];
            v = pa[i][v];
        }
    }
    return pa[0][u];
}

// TODO: implement query functions
inline int query(int s, int e) {
    return 0;
}

```

```

int subquery(int u, int v, int t) {
    int uchain, vchain = cidx[v];
    int ret = 0;
    for (;;) {
        uchain = cidx[u];
        if (uchain == vchain) {
            ret += query(flatpos[v], flatpos[u]);
            break;
        }

        ret += query(flatpos[chead[uchain]], flatpos[u]);
        u = pa[0][chead[uchain]];
    }
    return ret;
}

inline int hldquery(int u, int v) {
    int p = lca(u, v);
    return subquery(u, p) + subquery(v, p) - query(flatpos[p], flatpos[p])
    ;
}
};

```

5.7 Bipartite Matching (Hopcroft-Karp)

```

// in: n, m, graph
// out: match, matched
// vertex cover: (reached[0][left_node] == 0) || (reached[1][right_node] == 1)
// O(E*sqrt(V))
struct BipartiteMatching {
    int n, m;
    vector<vector<int>> graph;
    vector<int> matched, match, edgeview, level;
    vector<int> reached[2];
    BipartiteMatching(int n, int m) : n(n), m(m), graph(n), matched(m, -1),
        match(n, -1) {}

    bool assignLevel() {
        bool reachable = false;
        level.assign(n, -1);
        reached[0].assign(n, 0);
        reached[1].assign(m, 0);
        queue<int> q;
        for (int i = 0; i < n; i++) {
            if (match[i] == -1) {
                level[i] = 0;
                reached[0][i] = 1;
                q.push(i);
            }
        }
        while (!q.empty()) {
            auto cur = q.front(); q.pop();
            for (auto adj : graph[cur]) {
                reached[1][adj] = 1;

```

```

                auto next = matched[adj];
                if (next == -1) {
                    reachable = true;
                }
                else if (level[next] == -1) {
                    level[next] = level[cur] + 1;
                    reached[0][next] = 1;
                    q.push(next);
                }
            }
        }
        return reachable;
    }

    int findpath(int nod) {
        for (int &i = edgeview[nod]; i < graph[nod].size(); i++) {
            int adj = graph[nod][i];
            int next = matched[adj];
            if (next >= 0 && level[next] != level[nod] + 1) continue;
            if (next == -1 || findpath(next)) {
                match[nod] = adj;
                matched[adj] = nod;
                return 1;
            }
        }
        return 0;
    }

    int solve() {
        int ans = 0;
        while (assignLevel()) {
            edgeview.assign(n, 0);
            for (int i = 0; i < n; i++)
                if (match[i] == -1)
                    ans += findpath(i);
        }
        return ans;
    }
};

```

5.8 Maximum Flow (Dinic)

```

// usage:
// MaxFlowDinic::init(n);
// MaxFlowDinic::add_edge(0, 1, 100, 100); // for bidirectional edge
// MaxFlowDinic::add_edge(1, 2, 100); // directional edge
// result = MaxFlowDinic::solve(0, 2); // source -> sink
// graph[i][edgeIndex].res -> residual
//
// in order to find out the minimum cut, use `l`.
// if l[i] == 0, i is unreachable.
//
// O(V*V*E)
// with unit capacities, O(min(V^(2/3), E^(1/2)) * E)
struct MaxFlowDinic {

```

```

typedef int flow_t;
struct Edge {
    int next;
    int inv; /* inverse edge index */
    flow_t res; /* residual */
};
int n;
vector<vector<Edge>> graph;
vector<int> q, l, start;

void init(int _n) {
    n = _n;
    graph.resize(n);
    for (int i = 0; i < n; i++) graph[i].clear();
}
void add_edge(int s, int e, flow_t cap, flow_t caprev = 0) {
    Edge forward{ e, graph[e].size(), cap };
    Edge reverse{ s, graph[s].size(), caprev };
    graph[s].push_back(forward);
    graph[e].push_back(reverse);
}
bool assign_level(int source, int sink) {
    int t = 0;
    memset(&l[0], 0, sizeof(l[0]) * l.size());
    l[source] = 1;
    q[t++] = source;
    for (int h = 0; h < t && !l[sink]; h++) {
        int cur = q[h];
        for (const auto& e : graph[cur]) {
            if (l[e.next] || e.res == 0) continue;
            l[e.next] = l[cur] + 1;
            q[t++] = e.next;
        }
    }
    return l[sink] != 0;
}
flow_t block_flow(int cur, int sink, flow_t current) {
    if (cur == sink) return current;
    for (int& i = start[cur]; i < graph[cur].size(); i++) {
        auto& e = graph[cur][i];
        if (e.res == 0 || l[e.next] != l[cur] + 1) continue;
        if (flow_t res = block_flow(e.next, sink, min(e.res, current))) {
            e.res -= res;
            graph[e.next][e.inv].res += res;
            return res;
        }
    }
    return 0;
}
flow_t solve(int source, int sink) {
    q.resize(n);
    l.resize(n);
    start.resize(n);
    flow_t ans = 0;
    while (assign_level(source, sink)) {

```

```

        memset(&start[0], 0, sizeof(start[0]) * n);
        while (flow_t flow = block_flow(source, sink, numeric_limits<
            flow_t>::max()))
            ans += flow;
    }
    return ans;
}
};

```

5.9 Min-cost Maximum Flow

```

// precondition: there is no negative cycle.
// usage:
// MinCostFlow mcf(n);
// for(each edges) mcf.addEdge(from, to, cost, capacity);
// mcf.solve(source, sink); // min cost max flow
// mcf.solve(source, sink, 0); // min cost flow
// mcf.solve(source, sink, goal_flow); // min cost flow with total_flow >=
// goal_flow if possible
struct MinCostFlow
{
    typedef int cap_t;
    typedef int cost_t;

    bool iszerocap(cap_t cap) { return cap == 0; }

    struct edge {
        int target;
        cost_t cost;
        cap_t residual_capacity;
        cap_t orig_capacity;
        size_t revid;
    };

    int n;
    vector<vector<edge>> graph;
    vector<cost_t> pi;
    bool needNormalize, ranbefore;
    int lastStart;

    MinCostFlow(int n) : graph(n), n(n), pi(n, 0), needNormalize(false),
        ranbefore(false) {}
    void addEdge(int s, int e, cost_t cost, cap_t cap)
    {
        if (s == e) return;
        edge forward={e, cost, cap, cap, graph[e].size()};
        edge backward={s, -cost, 0, 0, graph[s].size()};
        if (cost < 0 || ranbefore) needNormalize = true;
        graph[s].emplace_back(forward);
        graph[e].emplace_back(backward);
    }
    bool normalize(int s) {
        auto infinite_cost = numeric_limits<cost_t>::max();
        vector<cost_t> dist(n, infinite_cost);
        dist[s] = 0;

```

```

queue<int> q;
vector<int> v(n), relax_count(n);
v[s] = 1; q.push(s);
while(!q.empty()) {
    int cur = q.front();
    v[cur] = 0; q.pop();
    if (++relax_count[cur] >= n) return false;
    for (const auto &e : graph[cur]) {
        if (iszerocap(e.residual_capacity)) continue;
        auto next = e.target;
        auto ncost = dist[cur] + e.cost;
        if (dist[next] > ncost) {
            dist[next] = ncost;
            if (v[next]) continue;
            v[next] = 1; q.push(next);
        }
    }
}
for (int i = 0; i < n; i++) pi[i] = dist[i];
return true;
}

pair<cost_t, cap_t> AugmentShortest(int s, int e, cap_t flow_limit) {
    auto infinite_cost = numeric_limits<cost_t>::max();
    auto infinite_flow = numeric_limits<cap_t>::max();
    typedef pair<cost_t, int> pq_t;
    priority_queue<pq_t, vector<pq_t>, greater<pq_t>> pq;
    vector<pair<cost_t, cap_t>> dist(n, make_pair(infinite_cost, 0));
    vector<int> from(n, -1), v(n);

    if (needNormalize || (ranbefore && lastStart != s))
        normalize(s);
    ranbefore = true;
    lastStart = s;

    dist[s] = pair<cost_t, cap_t>(0, infinite_flow);
    pq.emplace(dist[s].first, s);
    while(!pq.empty()) {
        auto cur = pq.top().second; pq.pop();
        if (v[cur]) continue;
        v[cur] = 1;
        if (cur == e) continue;
        for (const auto &e : graph[cur]) {
            auto next = e.target;
            if (v[next]) continue;
            if (iszerocap(e.residual_capacity)) continue;
            auto ncost = dist[cur].first + e.cost - pi[next] + pi[cur];
            auto nflow = min(dist[cur].second, e.residual_capacity);
            if (dist[next].first <= ncost) continue;
            dist[next] = make_pair(ncost, nflow);
            from[next] = e.revid;
            pq.emplace(dist[next].first, next);
        }
    }
}
/** augment the shortest path */

```

```

auto p = e;
auto pathcost = dist[p].first + pi[p] - pi[s];
auto flow = dist[p].second;
if (iszerocap(flow) || (flow_limit <= 0 && pathcost >= 0)) return pair<
    cost_t, cap_t>(0, 0);
if (flow_limit > 0) flow = min(flow, flow_limit);
/* update potential */
for (int i = 0; i < n; i++) {
    if (iszerocap(dist[i].second)) continue;
    pi[i] += dist[i].first;
}
while (from[p] != -1) {
    auto nedge = from[p];
    auto np = graph[p][nedge].target;
    auto fedge = graph[p][nedge].revid;
    graph[p][nedge].residual_capacity += flow;
    graph[np][fedge].residual_capacity -= flow;
    p = np;
}
return make_pair(pathcost * flow, flow);
}

pair<cost_t, cap_t> solve(int s, int e, cap_t flow_minimum = numeric_limits
<cap_t>::max()) {
    cost_t total_cost = 0;
    cap_t total_flow = 0;
    for(;;) {
        auto res = AugmentShortest(s, e, flow_minimum - total_flow);
        if (res.second <= 0) break;
        total_cost += res.first;
        total_flow += res.second;
    }
    return make_pair(total_cost, total_flow);
}
};

```

6 Geometry

6.1 Basic Operations

```

#include <cmath>
#include <vector>
using namespace std;

const double eps = 1e-9;

inline int diff(double lhs, double rhs) {
    if (lhs - eps < rhs && rhs < lhs + eps) return 0;
    return (lhs < rhs) ? -1 : 1;
}

inline bool is_between(double check, double a, double b) {
    if (a < b)

```

```

        return (a - eps < check && check < b + eps);
    else
        return (b - eps < check && check < a + eps);
}

struct Point {
    double x, y;
    Point() {}
    Point(double x_, double y_) : x(x_), y(y_) {}

    bool operator==(const Point& rhs) const {
        return diff(x, rhs.x) == 0 && diff(y, rhs.y) == 0;
    }
    const Point operator+(const Point& rhs) const {
        return Point(x + rhs.x, y + rhs.y);
    }
    const Point operator-(const Point& rhs) const {
        return Point(x - rhs.x, y - rhs.y);
    }
    const Point operator*(double t) const {
        return Point(x * t, y * t);
    }
};

struct Circle {
    Point center;
    double r;
    Circle() {}
    Circle(const Point& center_, double r_) : center(center_), r(r_) {}
};

struct Line {
    Point pos, dir;
    Line() {}
    Line(const Point& pos_, const Point& dir_) : pos(pos_), dir(dir_) {}
};

inline double inner(const Point& a, const Point& b) {
    return a.x * b.x + a.y * b.y;
}

inline double outer(const Point& a, const Point& b) {
    return a.x * b.y - a.y * b.x;
}

inline int ccw_line(const Line& line, const Point& point) {
    return diff(outer(line.dir, point - line.pos), 0);
}

inline int ccw(const Point& a, const Point& b, const Point& c) {
    return diff(outer(b - a, c - a), 0);
}

inline double dist(const Point& a, const Point& b) {
    return sqrt(inner(a - b, a - b));
}

```

```

}

inline double dist2(const Point &a, const Point &b) {
    return inner(a - b, a - b);
}

inline double dist(const Line& line, const Point& point, bool segment = false)
{
    double c1 = inner(point - line.pos, line.dir);
    if (segment && diff(c1, 0) <= 0) return dist(line.pos, point);
    double c2 = inner(line.dir, line.dir);
    if (segment && diff(c2, c1) <= 0) return dist(line.pos + line.dir, point);
    return dist(line.pos + line.dir * (c1 / c2), point);
}

bool get_cross(const Line& a, const Line& b, Point& ret) {
    double mdet = outer(b.dir, a.dir);
    if (diff(mdet, 0) == 0) return false;
    double t2 = outer(a.dir, b.pos - a.pos) / mdet;
    ret = b.pos + b.dir * t2;
    return true;
}

bool get_segment_cross(const Line& a, const Line& b, Point& ret) {
    double mdet = outer(b.dir, a.dir);
    if (diff(mdet, 0) == 0) return false;
    double t1 = -outer(b.pos - a.pos, b.dir) / mdet;
    double t2 = outer(a.dir, b.pos - a.pos) / mdet;
    if (!is_between(t1, 0, 1) || !is_between(t2, 0, 1)) return false;
    ret = b.pos + b.dir * t2;
    return true;
}

const Point inner_center(const Point &a, const Point &b, const Point &c) {
    double wa = dist(b, c), wb = dist(c, a), wc = dist(a, b);
    double w = wa + wb + wc;
    return Point(
        (wa * a.x + wb * b.x + wc * c.x) / w,
        (wa * a.y + wb * b.y + wc * c.y) / w);
}

const Point outer_center(const Point &a, const Point &b, const Point &c) {
    Point d1 = b - a, d2 = c - a;
    double area = outer(d1, d2);
    double dx = d1.x * d1.x * d2.y - d2.x * d2.x * d1.y
        + d1.y * d2.y * (d1.y - d2.y);
    double dy = d1.y * d1.y * d2.x - d2.y * d2.y * d1.x
        + d1.x * d2.x * (d1.x - d2.x);
    return Point(a.x + dx / area / 2.0, a.y - dy / area / 2.0);
}

vector<Point> circle_line(const Circle& circle, const Line& line) {
    vector<Point> result;
    double a = 2 * inner(line.dir, line.dir);
    double b = 2 * (line.dir.x * (line.pos.x - circle.center.x)

```



```

    + line.dir.y * (line.pos.y - circle.center.y));
double c = inner(line.pos - circle.center, line.pos - circle.center)
    - circle.r * circle.r;
double det = b * b - 2 * a * c;
int pred = diff(det, 0);
if (pred == 0)
    result.push_back(line.pos + line.dir * (-b / a));
else if (pred > 0) {
    det = sqrt(det);
    result.push_back(line.pos + line.dir * ((-b + det) / a));
    result.push_back(line.pos + line.dir * ((-b - det) / a));
}
return result;
}

vector<Point> circle_circle(const Circle& a, const Circle& b) {
    vector<Point> result;
    int pred = diff(dist(a.center, b.center), a.r + b.r);
    if (pred > 0) return result;
    if (pred == 0) {
        result.push_back((a.center * b.r + b.center * a.r) * (1 / (a.r + b.r)));
        return result;
    }
    double aa = a.center.x * a.center.x + a.center.y * a.center.y - a.r * a.r;
    double bb = b.center.x * b.center.x + b.center.y * b.center.y - b.r * b.r;
    double tmp = (bb - aa) / 2.0;
    Point cdiff = b.center - a.center;
    if (diff(cdiff.x, 0) == 0) {
        if (diff(cdiff.y, 0) == 0)
            return result; // if (diff(a.r, b.r) == 0): same circle
        return circle_line(a, Line(Point(0, tmp / cdiff.y), Point(1, 0)));
    }
    return circle_line(a,
        Line(Point(tmp / cdiff.x, 0), Point(-cdiff.y, cdiff.x)));
}

const Circle circle_from_3pts(const Point& a, const Point& b, const Point& c)
{
    Point ba = b - a, cb = c - b;
    Line p((a + b) * 0.5, Point(ba.y, -ba.x));
    Line q((b + c) * 0.5, Point(cb.y, -cb.x));
    Circle circle;
    if (!get_cross(p, q, circle.center))
        circle.r = -1;
    else
        circle.r = dist(circle.center, a);
    return circle;
}

const Circle circle_from_2pts_rad(const Point& a, const Point& b, double r) {
    double det = r * r / dist2(a, b) - 0.25;
    Circle circle;
    if (det < 0)
        circle.r = -1;
}

```

```

    else {
        double h = sqrt(det);
        // center is to the left of a->b
        circle.center = (a + b) * 0.5 + Point(a.y - b.y, b.x - a.x) * h;
        circle.r = r;
    }
    return circle;
}

```

6.2 Compare angles

6.3 Convex Hull

```

// find convex hull
// O(n*logn)
vector<Point> convex_hull(vector<Point>& dat) {
    if (dat.size() <= 3) return dat;
    vector<Point> upper, lower;
    sort(dat.begin(), dat.end(), [](const Point& a, const Point& b) {
        return (a.x == b.x) ? a.y < b.y : a.x < b.x;
    });
    for (const auto& p : dat) {
        while (upper.size() >= 2 && ccw(++upper.rbegin(), *upper.rbegin(), p)
            >= 0) upper.pop_back();
        while (lower.size() >= 2 && ccw(++lower.rbegin(), *lower.rbegin(), p)
            <= 0) lower.pop_back();
        upper.emplace_back(p);
        lower.emplace_back(p);
    }
    upper.insert(upper.end(), ++lower.rbegin(), --lower.rend());
    return upper;
}

```

6.4 Polygon Cut

6.5 Pick's theorem

격자점으로 구성된 simple polygon이 주어짐. i 는 polygon 내부의 격자점 수, b 는 polygon 선분 위 격자점 수, A 는 polygon의 넓이라고 할 때, 다음과 같은 식이 성립한다.

$$A = i + \frac{b}{2} - 1$$

7 String

7.1 KMP

```

typedef vector<int> seq_t;

void calculate_pi(vector<int>& pi, const seq_t& str) {

```

```

    pi[0] = -1;
    int j = -1;
    for (int i = 1; i < str.size(); i++) {
        while (j >= 0 && str[i] != str[j + 1]) j = pi[j];
        if (str[i] == str[j + 1])
            pi[i] = ++j;
        else
            pi[i] = -1;
    }
}

// returns all positions matched
// O(|text|+|pattern|)
vector<int> kmp(seq_t& text, seq_t& pattern) {
    vector<int> pi(pattern.size());
    vector<int> ans;
    if (pattern.size() == 0) return ans;
    calculate_pi(pi, pattern);
    int j = -1;
    for (int i = 0; i < text.size(); i++) {
        while (j >= 0 && text[i] != pattern[j + 1]) j = pi[j];
        if (text[i] == pattern[j + 1]) {
            j++;
            if (j + 1 == pattern.size()) {
                ans.push_back(i - j);
                j = pi[j];
            }
        }
    }
    return ans;
}

```

7.2 Aho-Corasick

```

#include <algorithm>
#include <vector>
#include <queue>
using namespace std;

struct AhoCorasick
{
    const int alphabet;
    struct node {
        node() {}
        explicit node(int alphabet) : next(alphabet) {}
        vector<int> next, report;
        int back = 0, output_link = 0;
    };
    int maxid = 0;
    vector<node> dfa;
    explicit AhoCorasick(int alphabet) : alphabet(alphabet), dfa(1, node(
        alphabet)) {}
    template<typename InIt, typename Fn> void add(int id, InIt first, InIt
        last, Fn func) {
        int cur = 0;

```

```

        for (; first != last; ++first) {
            auto s = func(*first);
            if (auto next = dfa[cur].next[s]) cur = next;
            else {
                cur = dfa[cur].next[s] = (int)dfa.size();
                dfa.emplace_back(alphabet);
            }
        }
        dfa[cur].report.push_back(id);
        maxid = max(maxid, id);
    }
}

void build() {
    queue<int> q;
    vector<char> visit(dfa.size());
    visit[0] = 1;
    q.push(0);
    while(!q.empty()) {
        auto cur = q.front(); q.pop();
        dfa[cur].output_link = dfa[cur].back;
        if (dfa[dfa[cur].back].report.empty())
            dfa[cur].output_link = dfa[dfa[cur].back].output_link;
        for (int s = 0; s < alphabet; s++) {
            auto &next = dfa[cur].next[s];
            if (next == 0) next = dfa[dfa[cur].back].next[s];
            if (visit[next]) continue;
            if (cur) dfa[next].back = dfa[dfa[cur].back].next[s];
            visit[next] = 1;
            q.push(next);
        }
    }
}

template<typename InIt, typename Fn> vector<int> countMatch(InIt first,
    InIt last, Fn func) {
    int cur = 0;
    vector<int> ret(maxid+1);
    for (; first != last; ++first) {
        cur = dfa[cur].next[func(*first)];
        for (int p = cur; p; p = dfa[p].output_link)
            for (auto id : dfa[p].report) ret[id]++;
    }
    return ret;
}
};

```

7.3 Suffix Array with LCP

```

typedef char T;

// calculates suffix array.
// O(n*logn)
vector<int> suffix_array(const vector<T>& in) {
    int n = (int)in.size(), c = 0;
    vector<int> temp(n), pos2bckt(n), bckt(n), bpos(n), out(n);
    for (int i = 0; i < n; i++) out[i] = i;
    sort(out.begin(), out.end(), [&](int a, int b) { return in[a] < in[b]; });

```

```

for (int i = 0; i < n; i++) {
    bckt[i] = c;
    if (i + 1 == n || in[out[i]] != in[out[i + 1]]) c++;
}
for (int h = 1; h < n && c < n; h <= 1) {
    for (int i = 0; i < n; i++) pos2bckt[out[i]] = bckt[i];
    for (int i = n - 1; i >= 0; i--) bpos[bckt[i]] = i;
    for (int i = 0; i < n; i++)
        if (out[i] >= n - h) temp[bpos[bckt[i]]++] = out[i];
    for (int i = 0; i < n; i++)
        if (out[i] >= h) temp[bpos[pos2bckt[out[i] - h]]++] = out[i] - h;
    c = 0;
    for (int i = 0; i + 1 < n; i++) {
        int a = (bckt[i] != bckt[i + 1]) || (temp[i] >= n - h)
            || (pos2bckt[temp[i + 1] + h] != pos2bckt[temp[i] + h]);
        bckt[i] = c;
        c += a;
    }
    bckt[n - 1] = c++;
    temp.swap(out);
}
return out;
}

// calculates lcp array. it needs suffix array & original sequence.
// O(n)
vector<int> lcp(const vector<T>& in, const vector<int>& sa) {
    int n = (int)in.size();
    if (n == 0) return vector<int>();
    vector<int> rank(n), height(n - 1);
    for (int i = 0; i < n; i++) rank[sa[i]] = i;
    for (int i = 0, h = 0; i < n; i++) {
        if (rank[i] == 0) continue;
        int j = sa[rank[i] - 1];
        while (i + h < n && j + h < n && in[i + h] == in[j + h]) h++;
        height[rank[i] - 1] = h;
        if (h > 0) h--;
    }
    return height;
}

```

7.4 Suffix Tree

7.5 Manacher's Algorithm

```

// find longest palindromic span for each element in str
// O(|str|)
void manacher(const string& str, int plen[]) {
    int r = -1, p = -1;
    for (int i = 0; i < str.length(); ++i) {
        if (i <= r)
            plen[i] = min((2 * p - i >= 0) ? plen[2 * p - i] : 0, r - i);
        else
            plen[i] = 0;
    }
}

```

```

while (i - plen[i] - 1 >= 0 && i + plen[i] + 1 < str.length()
        && str[i - plen[i] - 1] == str[i + plen[i] + 1]) {
    plen[i] += 1;
}
if (i + plen[i] > r) {
    r = i + plen[i];
    p = i;
}
}
}

```

8 Miscellaneous

8.1 Fast I/O

```

namespace fio {
    const int BSIZE = 524288;
    char buffer[BSIZE];
    int p = BSIZE;
    inline char readChar() {
        if (p == BSIZE) {
            fread(buffer, 1, BSIZE, stdin);
            p = 0;
        }
        return buffer[p++];
    }
    int readInt() {
        char c = readChar();
        while ((c < '0' || c > '9') && c != '-') {
            c = readChar();
        }
        int ret = 0; bool neg = c == '-';
        if (neg) c = readChar();
        while (c >= '0' && c <= '9') {
            ret = ret * 10 + c - '0';
            c = readChar();
        }
        return neg ? -ret : ret;
    }
}

```

8.2 Magic Numbers